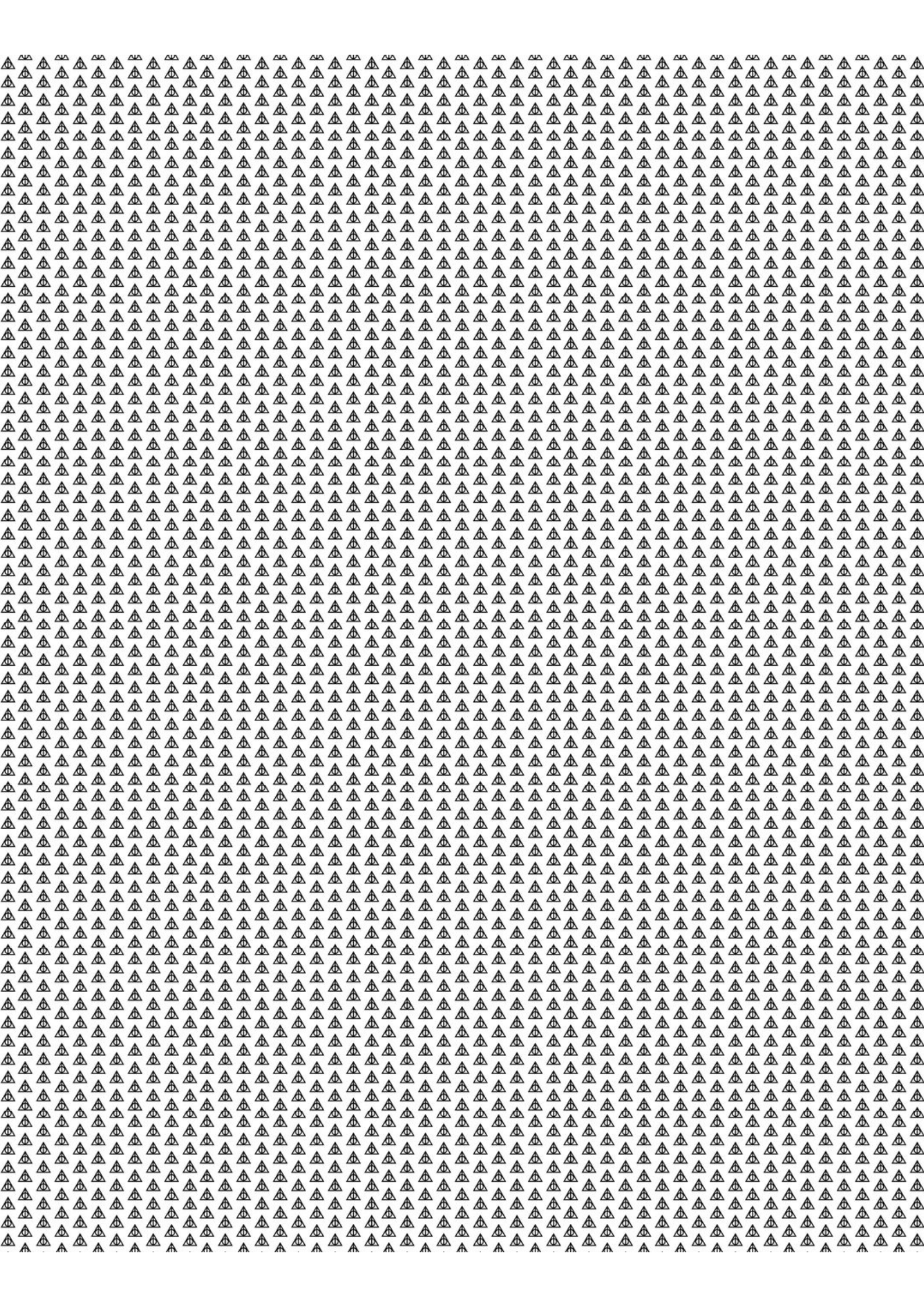
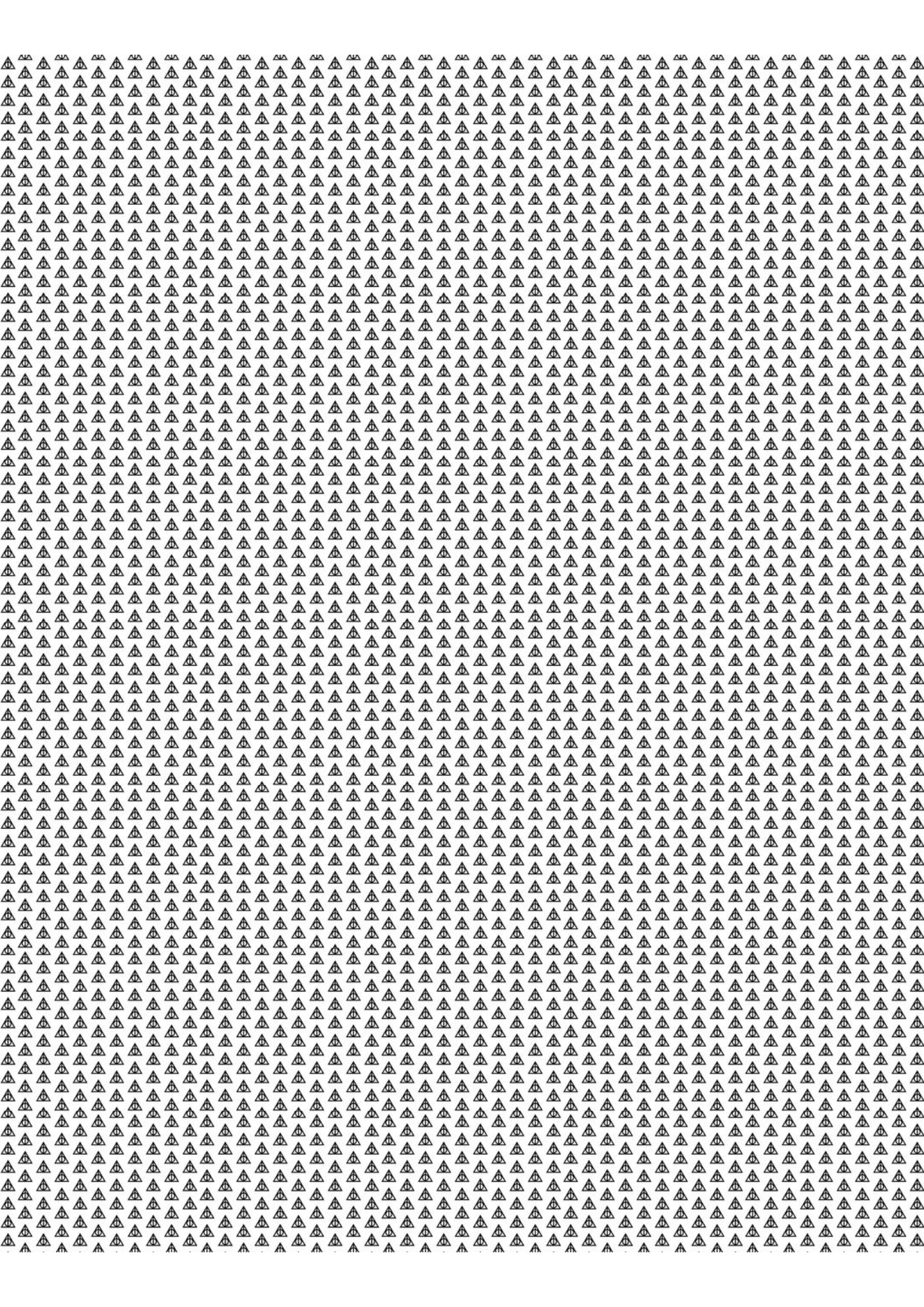


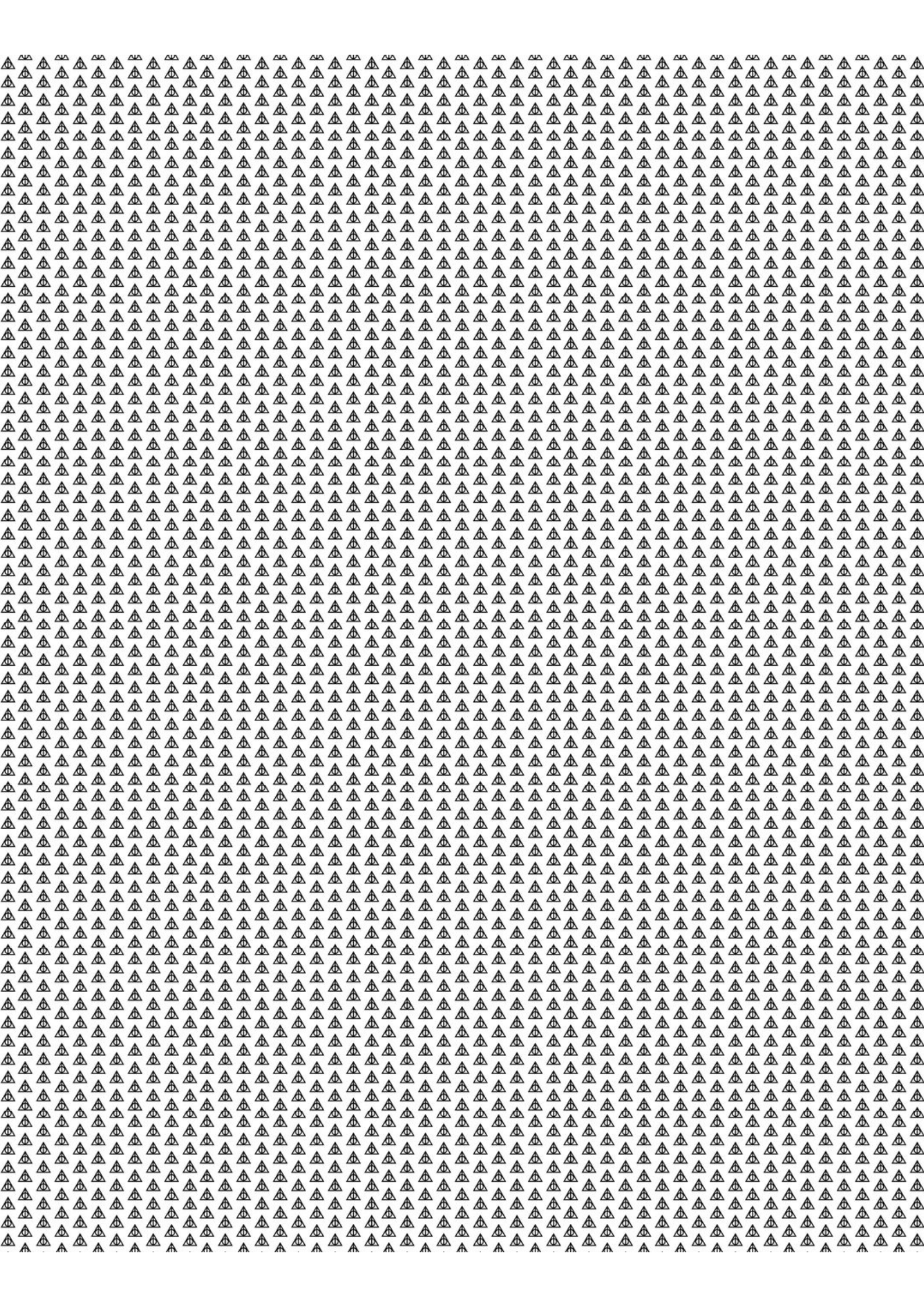
<div>GREEN</div> <div>Honesty Wizard</div> <div>CONDITION</div> <div>Truth: Players with this condition must always verbally tell the truth. You can lie as long as it's not verbally.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>	<div>GREEN</div> <div>Fibber Wizard</div> <div>CONDITION</div> <div>Fib: Players with the this condition must always verbally lie. This means that you are permitted to tell the truth as long as it is not verbally.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>	<div>GREEN</div> <div>Red Auror</div> <div>CONDITION</div> <div>Spy: You are actually on the Red Team.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>
<div>GREEN</div> <div>Shy Wizard</div> <div>CONDITION</div> <div>Shy: Players with this condition cannot show any part of your card to anyone.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>	<div>GREEN</div> <div>Coy Wizard</div> <div>CONDITION</div> <div>Coy: Players with this condition can only color share and never can show your full card.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>	<div>GREEN</div> <div>Negotiator Wizard</div> <div>CONDITION</div> <div>All-Or-Nothing: Players with this condition can only accept full card shares. You can never do color only.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>
<div>GREEN</div> <div>Foolish Wizard</div> <div>CONDITION</div> <div>All-Or-Nothing: Players with this condition can only accept full card shares. You can never do color only.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>	<div>GREEN</div> <div>Paranoid Wizard</div> <div>CONDITION</div> <div>Paranoid: Players with this condition may only card share. Moreover, they may only card share once per game.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>	<div>GREEN</div> <div>Green Wizard</div> <div>DESCRIPTION</div> <div>You are on the Green Team.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>



<div>RED</div> <div>Honesty Wizard</div> <div>CONDITION</div> <div>Truth: Players with this condition must always verbally tell the truth. You can lie as long as it's not verbally.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>	<div>RED</div> <div>Fibber Wizard</div> <div>CONDITION</div> <div>Fib: Players with the this condition must always verbally lie. This means that you are permitted to tell the truth as long as it is not verbally.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>	<div>RED</div> <div>Green Auror</div> <div>CONDITION</div> <div>Spy: You are actually on the Green Team.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>
<div>RED</div> <div>Shy Wizard</div> <div>CONDITION</div> <div>Shy: Players with this condition cannot show any part of your card to anyone.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>	<div>RED</div> <div>Coy Wizard</div> <div>CONDITION</div> <div>Coy: Players with this condition can only color share and never can show your full card.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>	<div>RED</div> <div>Negotiator Wizard</div> <div>CONDITION</div> <div>All-Or-Nothing: Players with this condition can only accept full card shares. You can never do color only.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>
<div>RED</div> <div>Foolish Wizard</div> <div>CONDITION</div> <div>All-Or-Nothing: Players with this condition can only accept full card shares. You can never do color only.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>	<div>RED</div> <div>Paranoid Wizard</div> <div>CONDITION</div> <div>Paranoid: Players with this condition may only card share. Moreover, they may only card share once per game.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>	<div>RED</div> <div>Red Wizard</div> <div>DESCRIPTION</div> <div>You are on the Red Team.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>



<div>GREEN</div> <div>Green Wizard casts Shy Jinx!</div> <div>POWER</div> <div>Shy Jinx: When you card share with a player, that player gains the Shy condition</div> <div>Players that are shy may not reveal any part of their card in any way. (The shy condition is cancelled out by either of the foolish or coy conditions)</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>	<div>GREEN</div> <div>Green Wizard casts Revealing Charm!</div> <div>POWER</div> <div>Aparecium: When you color share with a player, you Private Reveal instead. That player is forced to Private Reveal their card too.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>	<div>GREEN</div> <div>Green Wizard casts Total Card Jinx!</div> <div>POWER</div> <div>Total Card Jinx: When you card share with a player, that player gains the Total Card condition</div> <div>Players that are Total Card can only card share. Never color share.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>
<div>GREEN</div> <div>Green Wizard uses a Love Potion!</div> <div>POWER</div> <div>In Love: Once per game, privately reveal to 2 players. Verbally say, "You're in love with each other." They gain the In Love condition and replace their win objective with the following: Be in the same room with the player with whom you are "in love" at the end of the game or they lose.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>	<div>GREEN</div> <div>Green Wizard uses a Hate Potion!</div> <div>POWER</div> <div>In Hate: Once per game, privately reveal to 2 players. Verbally say, "You're in hate with each other." They gain the In Hate condition and replace their win objective with the following: Be in the opposite room with the player with whom you are "in hate" at the end of the game or they lose.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>	<div>GREEN</div> <div>Green Wizard casts Coy Jinx!</div> <div>POWER</div> <div>Coy Jinx: When you card share with a player, that player gains the Coy condition</div> <div>Players that are Coy can only color share. Never full card share. (The shy condition is cancelled out by the foolish condition)</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>
<div>GREEN</div> <div>Green Giant</div> <div>DESCRIPTION</div> <div>Giants are known for their Resistance to certain magical spells.</div> <div>CONDITION</div> <div>Immune: Players with this condition are immune to all powers and conditions without exception.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>	<div>GREEN</div> <div>Mediwizard</div> <div>DESCRIPTION</div> <div>You are the wizarding equivalent to a medic.</div> <div>POWER</div> <div>Medic: Any player that card shares with you has all conditions removed.</div> <div>This does not make yourself immune to acquiring conditions.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>	<div>GREEN</div> <div>Green Wizard</div> <div>DESCRIPTION</div> <div>You are on the Green Team.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter gets hit by the Avada Kadavra curse.</div>



<div>RED</div> <div>Red Wizard casts Shy Jinx!</div> <div>POWER</div> <div>Shy Jinx: When you card share with a player, that player gains the Shy condition</div> <div>Players that are shy may not reveal any part of their card in any way. (The shy condition is cancelled out by either of the foolish or coy conditions)</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>	<div>RED</div> <div>Red Wizard casts Revealing Charm!</div> <div>POWER</div> <div>Aparecium: When you color share with a player, you Private Reveal instead. That player is forced to Private Reveal their card too.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>	<div>RED</div> <div>Red Wizard casts Total Card Jinx!</div> <div>POWER</div> <div>Total Card Jinx: When you card share with a player, that player gains the Total Card condition</div> <div>Players that are Total Card can only card share. Never color share.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>
<div>RED</div> <div>Red Wizard uses a Love Potion!</div> <div>POWER</div> <div>In Love: Once per game, privately reveal to 2 players. Verbally say, "You're in love with each other." They gain the In Love condition and replace their win objective with the following: Be in the same room with the player with whom you are "in love" at the end of the game or they lose.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>	<div>RED</div> <div>Red Wizard uses a Hate Potion!</div> <div>POWER</div> <div>In Hate: Once per game, privately reveal to 2 players. Verbally say, "You're in hate with each other." They gain the In Hate condition and replace their win objective with the following: Be in the opposite room with the player with whom you are "in hate" at the end of the game or they lose.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>	<div>RED</div> <div>Red Wizard casts Coy Jinx!</div> <div>POWER</div> <div>Coy Jinx: When you card share with a player, that player gains the Coy condition</div> <div>Players that are Coy can only color share. Never full card share. (The shy condition is cancelled out by the foolish condition)</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>
<div>RED</div> <div>Red Giant</div> <div>DESCRIPTION</div> <div>Giants are known for their Resistance to certain magical spells.</div> <div>CONDITION</div> <div>Immune: Players with this condition are immune to all powers and conditions without exception.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>	<div>RED</div> <div>Mediwizard</div> <div>DESCRIPTION</div> <div>You are the wizarding equivalent to a medic.</div> <div>POWER</div> <div>Medic: Any player that card shares with you has all conditions removed.</div> <div>This does not make yourself immune to acquiring conditions.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>	<div>RED</div> <div>Red Wizard</div> <div>DESCRIPTION</div> <div>You are on the Red Team.</div> <div>HOW TO WIN</div> <div>You win if Harry Potter avoids the Avada Kadavra curse.</div>

